

EASTSEARCH 09/763,411

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S209	9	345/955,958,959.ccls. and collision adj detect\$4	USPAT	OR	OFF	2005/08/24 13:24
S210	9	345/955,958,959.ccls. and collision adj detect\$4	USPAT	OR	ON	2005/08/24 13:24
S211	11	345/473.ccls. and bullet	USPAT	OR	OFF	2005/08/24 16:33
S212	1023	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/08/24 16:33
S213	21	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object)) same deform\$4	USPAT	OR	OFF	2005/08/24 16:33
S214	106	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) adj (surface or object))	USPAT	OR	OFF	2005/08/24 16:34
S215	115	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) adj (surface or object))	USPAT	OR	ON	2005/08/24 16:33
S216	18	345/473.ccls. and bullet	USPAT	OR	ON	2005/08/24 16:33
S217	1152	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	ON	2005/08/24 16:33
S218	23	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object)) same deform\$4	USPAT	OR	ON	2005/08/24 16:33
S219	395	345/582.ccls. and textur\$4 adj map\$5	USPAT	OR	OFF	2005/08/24 16:34
S220	395	345/582.ccls. and textur\$4 adj map\$5	USPAT	OR	ON	2005/08/24 16:34
S221	111	345/582.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6)	USPAT	OR	ON	2005/08/24 16:35
S222	47	345/582.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6) and primitive	USPAT	OR	ON	2005/08/24 16:37

S22 3	53	345/581-593.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6) and primitive and random\$4	USPAT	OR	ON	2005/08/24 16:37
S22 4	627	345/581-593.ccls. and textur\$4 adj map\$5	USPAT	OR	ON	2005/08/24 16:37
S22 5	58	345/581-593.ccls. and (textur\$4 adj map\$5) same move	USPAT	OR	ON	2005/08/24 16:38
S22 6	68	345/581-593.ccls. and (textur\$4 adj map\$5) same distor\$4	USPAT	OR	ON	2005/08/24 16:38
S22 7	14	345/581-593.ccls. and (textur\$4 adj map\$5) same (impact\$4 or collision)	USPAT	OR	ON	2005/08/24 16:38
S22 8	233	"345"/\$.ccls. and game and user and collision and detect\$4	USPAT	OR	ON	2005/08/24 16:39
S22 9	61	345/419,473,958.ccls. and game and user and collision and detect\$4	USPAT	OR	ON	2005/08/24 16:39
S23 0	6	345/958.ccls. and game and user and collision same detect\$4	USPAT	OR	ON	2005/08/24 16:39
S23 1	353	game and collision same detect\$4 and ((user or player) same control\$4)	USPAT	OR	ON	2005/08/24 16:40
S23 2	33	345/419,473,958.ccls. and game and collision same detect\$4 and ((user or player) same control\$4)	USPAT	OR	ON	2005/08/24 16:40
S23 3	56	game and shoot\$4 and gallery	USPAT	OR	ON	2005/08/24 16:40
S23 4	12	game and shoot\$4 and gallery and impact\$4	USPAT	OR	ON	2005/08/24 16:41
S23 5	21	345/473.ccls. and game and shoot\$4 and (impact\$4 or colli\$5)	USPAT	OR	ON	2005/08/24 16:41
S23 6	96	345/473.ccls. and collision	USPAT	OR	ON	2005/08/24 16:42
S23 7	26	345/473.ccls. and collision and (deform\$6 or morph\$4)	USPAT	OR	ON	2005/08/24 16:42

S23 8	38	345/419,427,428,955.ccls. and collision and (deform\$6 or morph\$4)	USPAT	OR	ON	2005/08/24 16:42
S23 9	23	345/958.ccls.	USPAT	OR	ON	2005/08/24 16:43
S24 0	6	345/958.ccls. and impact\$4	USPAT	OR	ON	2005/08/24 16:43
S24 1	7	345/955,958,959.ccls. and impact\$4	USPAT	OR	ON	2005/08/24 16:43
S24 2	35	345/955,958,959.ccls.	USPAT	OR	ON	2005/08/24 16:44
S24 3	1152	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	ON	2005/08/24 16:44
S24 4	33	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object)) same deform\$6	USPAT	OR	ON	2005/08/24 16:45
S24 5	115	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) adj (surface or object))	USPAT	OR	ON	2005/08/24 16:45
S24 6	395	345/582.ccls. and textur\$4 adj map\$6	USPAT	OR	ON	2005/08/24 16:46